

PLUS Search Results for S/N 10776482 Searched Oct 24, 2007.

The Patent Linguistic Utility System (PLUS) is a USPTO automated search system for U.S. Patents from 1971 to present. PLUS is a query-by-example search system which produces a list of patents that are most closely related linguistically to the application searched. This search was prepared by the staff of the Scientific and Technical Information Center, SIRA.

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10776482_CLS1.txt

Most frequently occurring classifications of patents returned
from a search of 10776482 on Oct 24 , 2007

Original Classifications

13	463/16
11	463/20
6	463/25
2	463/26
2	463/17
2	434/236
2	705/14
2	463/40

Cross-Reference Classifications

3	463/16
3	463/42
3	463/20
2	463/25
2	273/138.1
2	463/18
2	273/138.2

Combined Classifications

16	463/16
14	463/20
8	463/25
3	463/26
3	463/42
3	463/17
3	463/18
2	273/138.1
2	463/21
2	273/143R
2	434/236
2	463/46
2	273/138.2
2	705/14
2	463/40

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Titles of most frequently occurring classifications of patents
returned

from a search of 10776482 on Oct 24 , 2007

16 463/16 (13 OR, 3 XR)
 Class 463 AMUSEMENT DEVICES: GAMES
 463/1 .INCLUDING MEANS FOR PROCESSING ELECTRONIC
 DATA (E.G., COMPUTER/VIDEO GAME, ETC.)
 463/16 ..In a chance application

14 463/20 (11 OR, 3 XR)
 Class 463 AMUSEMENT DEVICES: GAMES
 463/1 .INCLUDING MEANS FOR PROCESSING ELECTRONIC
 DATA (E.G., COMPUTER/VIDEO GAME, ETC.)
 463/16 ..In a chance application
 463/17 ...Lot match or lot combination (e.g.,
 roulette, lottery, etc.)
 463/18Plural lots (e.g., keno, etc.)
 463/20Lot-to-lot combination (e.g., slot
 machine, etc.)

8 463/25 (6 OR, 2 XR)
 Class 463 AMUSEMENT DEVICES: GAMES
 463/1 .INCLUDING MEANS FOR PROCESSING ELECTRONIC
 DATA (E.G., COMPUTER/VIDEO GAME, ETC.)
 463/25 ..Credit/debit monitoring or manipulation
 (e.g., game entry, betting, prize level, etc.)

3 463/26 (2 OR, 1 XR)
 Class 463 AMUSEMENT DEVICES: GAMES
 463/1 .INCLUDING MEANS FOR PROCESSING ELECTRONIC
 DATA (E.G., COMPUTER/VIDEO GAME, ETC.)
 463/25 ..Credit/debit monitoring or manipulation
 (e.g., game entry, betting, prize level, etc.)
 463/26 ...Pool amount (e.g., jackpot, etc.)

3 463/42 (0 OR, 3 XR)
 Class 463 AMUSEMENT DEVICES: GAMES
 463/1 .INCLUDING MEANS FOR PROCESSING ELECTRONIC
 DATA (E.G., COMPUTER/VIDEO GAME, ETC.)
 463/40 ..with communication link (e.g., television
 broadcast, etc.)
 463/42 ...Network type (e.g., computer network, etc.)

3 463/17 (2 OR, 1 XR)
 Class 463 AMUSEMENT DEVICES: GAMES
 463/1 .INCLUDING MEANS FOR PROCESSING ELECTRONIC
 DATA (E.G., COMPUTER/VIDEO GAME, ETC.)
 463/16 ..In a chance application
 463/17 ...Lot match or lot combination (e.g.,
 roulette, lottery, etc.)

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- 3 463/18 (1 OR, 2 XR)
 Class 463 AMUSEMENT DEVICES: GAMES
 463/1 .INCLUDING MEANS FOR PROCESSING ELECTRONIC
 DATA (E.G., COMPUTER/VIDEO GAME, ETC.)
 463/16 ..In a chance application
 463/17 ...Lot match or lot combination (e.g.,
 roulette, lottery, etc.)
 463/18Plural lots (e.g., keno, etc.)
- 2 273/138.1 (0 OR, 2 XR)
 Class 273 AMUSEMENT DEVICES: GAMES
 273/138.1 .CHANCE DEVICES
- 2 463/21 (1 OR, 1 XR)
 Class 463 AMUSEMENT DEVICES: GAMES
 463/1 .INCLUDING MEANS FOR PROCESSING ELECTRONIC
 DATA (E.G., COMPUTER/VIDEO GAME, ETC.)
 463/16 ..In a chance application
 463/17 ...Lot match or lot combination (e.g.,
 roulette, lottery, etc.)
 463/18Plural lots (e.g., keno, etc.)
 463/20Lot-to-lot combination (e.g., slot
 machine, etc.)
 463/21Having means to alter combination
 probability
- 2 273/143R (1 OR, 1 XR)
 Class 273 AMUSEMENT DEVICES: GAMES
 273/138.1 .CHANCE DEVICES
 273/142R ..Rotating disk
 273/143R ...Edge indication
- 2 434/236 (2 OR, 0 XR)
 Class 434 EDUCATION AND DEMONSTRATION
 434/236 .PSYCHOLOGY
- 2 463/46 (1 OR, 1 XR)
 Class 463 AMUSEMENT DEVICES: GAMES
 463/1 .INCLUDING MEANS FOR PROCESSING ELECTRONIC
 DATA (E.G., COMPUTER/VIDEO GAME, ETC.)
 463/46 ..Housing
- 2 273/138.2 (0 OR, 2 XR)
 Class 273 AMUSEMENT DEVICES: GAMES
 273/138.1 .CHANCE DEVICES
 273/138.2 ..Electric or magnetic
- 2 705/14 (2 OR, 0 XR)
 Class 705 DATA PROCESSING: FINANCIAL, BUSINESS PRACTICE,
 MANAGEMENT, OR COST/PRICE DETERMINATION
 705/1 .AUTOMATED ELECTRICAL FINANCIAL OR BUSINESS

PRACTICE OR MANAGEMENT ARRANGEMENT

705/14 ..Distribution or redemption of coupon, or
incentive or promotion program

2 463/40 (2 OR, 0 XR)

Class 463 AMUSEMENT DEVICES: GAMES

463/1 .INCLUDING MEANS FOR PROCESSING ELECTRONIC

DATA (E.G., COMPUTER/VIDEO GAME, ETC.)

463/40 ..With communication link (e.g., television
broadcast, etc.)